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SEGA SATURN

T-15908H

CRYSTAL
DYNAMICS™

OFF-WORLD INTERCEPTOR EXTREME™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

MATURE



AGES 17+

WARNING: READ BEFORE USING YOUR SEGA SATURN

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

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For more OFF-WORLD INTERCEPTOR EXTREME game hints, call

1-900-737-4SOS (4767)

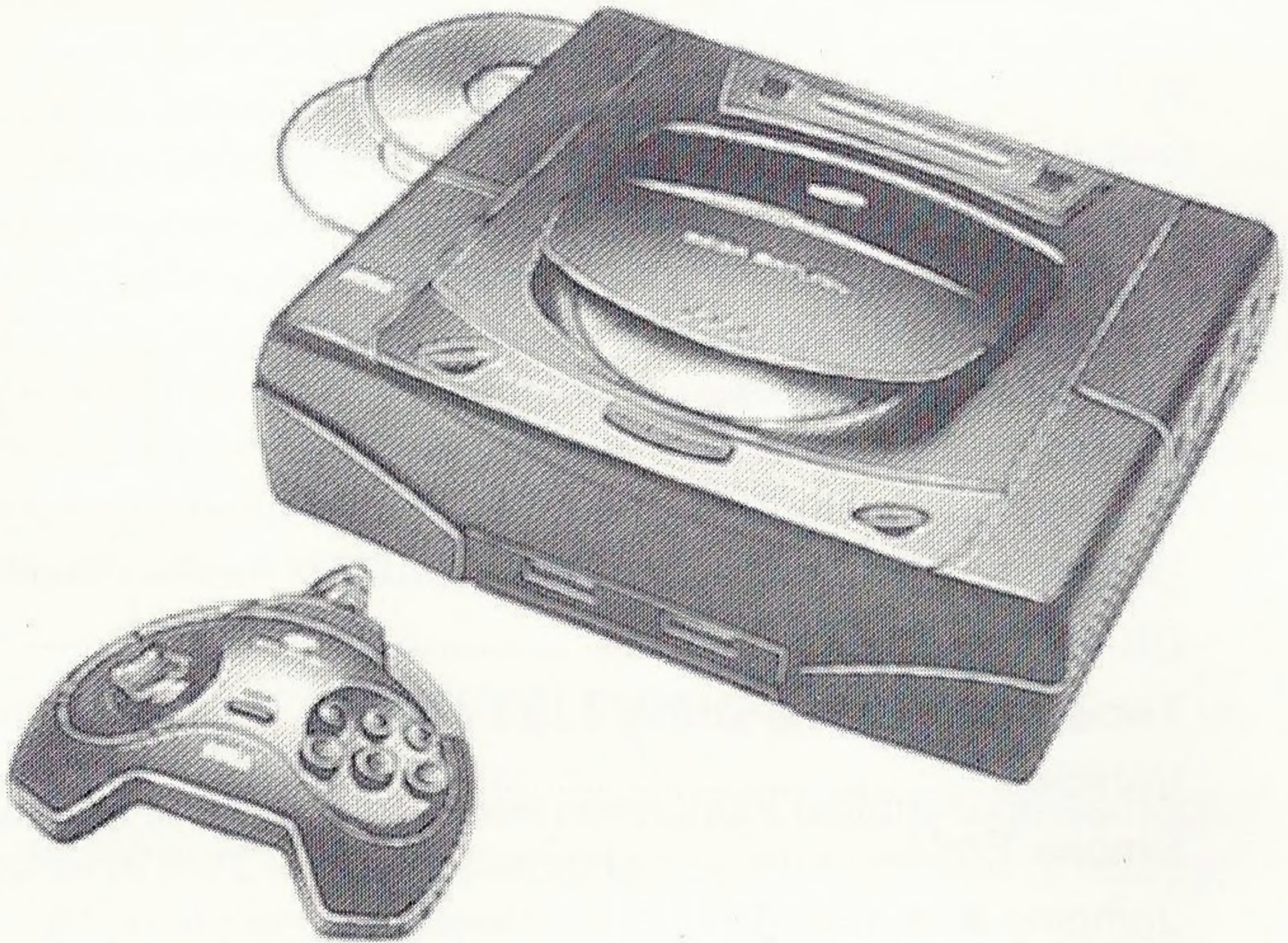
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Presented by Crystal Dynamics of Palo Alto, California

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating or to comment about the appropriateness
of the rating, please contact the ESRB at **1-800-771-3772**.

SETTING UP

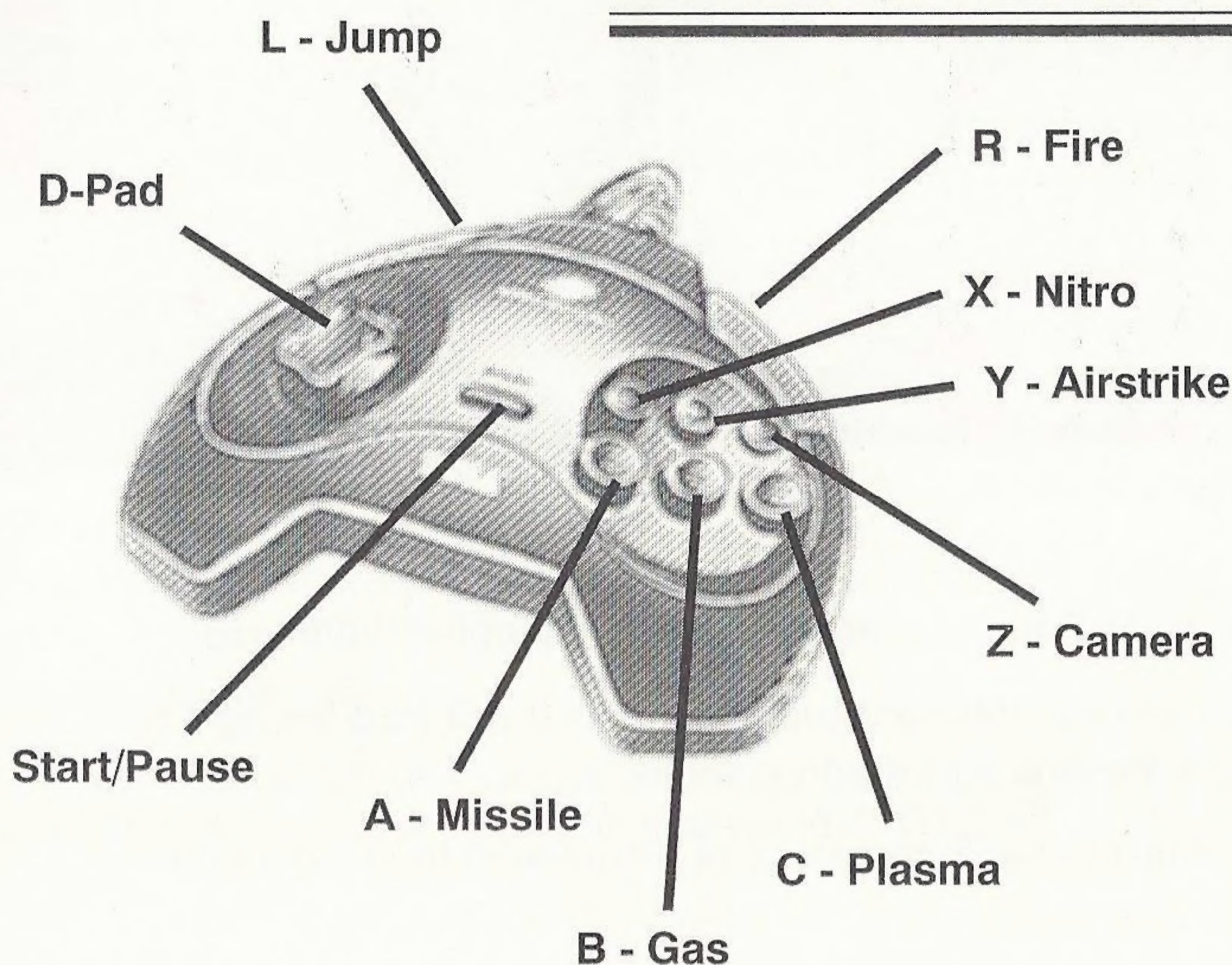


1. Set up your Sega Saturn by following the instructions in its hardware manual. Plug in one or two controllers.
2. Turn on your TV or monitor, and then turn on the Sega Saturn by pressing the POWER button. Soon, the Sega Saturn logo will appear on screen, followed by the Sega Saturn on-screen control deck.

NOTE: If nothing appears on screen, turn the Sega Saturn OFF. Check the hardware manual to make sure the system is set up correctly, and then turn the unit ON again.

3. Open the CD tray by pressing the OPEN button. Place the OFF-WORLD INTERCEPTOR EXTREME CD in the tray, label side up. Lightly press it into place. Close the tray lid by pressing it down gently.
4. Press the controller's **Start** button, and wait a short time while the game loads. In a few moments, you'll see the Sega Saturn planet icon, and then the OFF-WORLD INTERCEPTOR EXTREME title screen.
5. Press **Start** again to begin the most intense, butt-pounding 4X4 combat experience of your life!

GAME CONTROLS



NOTE: To change the default controls shown here, use the Game Mode screen's Options menu (see page 6).

- D-Pad** Press left/right to steer; press up to fire at airborne targets. Also, use to highlight menu options.
- Jump** Jump; in the air, press and hold to hover (see page 12).
- Fire** Fire your primary weapon, the on-board cannon.
- Missile** Fire missiles, when you've got 'em.
- Gas** Accelerate: hold down to travel, release to slow down.
- Plasma** Drop plasma bombs on tailgaters.
- Nitro** Inject a shot of nitro for an immediate speed boost.
- Airstrike** Call in an airstrike for support.
- Camera** Toggle between Battle Cam and Cockpit views on the fly. In Battle Mode, the loser can press the camera button between races to force a visit the Chop Shop.
- Start/Pause** Start play; confirm highlighted options; pause/resume.

NOTE: For special weapons (missiles, plasma, nitro and airstrike), press the button once to select a weapon on the Heads-Up Display, and press the button again to fire. See page 16 for special weapons pick-ups.

WAYS TO PLAY



The game demos begin soon after you turn on the game. After watching the demos, press **Start** to display the Game Mode screen. Use its menu to select your play options:

1. Press the **D-Pad** up/down to highlight the option bars.
2. If an option has different settings, press the **D-Pad** left/right to highlight the one you want.
3. Press **Start** to begin the game or advance to the next menu.

TRAINING

One player.

Check out the off-worlds — without enemy butt-ins. Get used to your button controls in a no-guns environment. Use Training Mode often; you'll be gratified when the 4X4 combat reaches kill-fest intensity — and you're winning!

STORY

One player.

Watch the totally amped full-motion video. Snicker at the smack-talkin' goofballs. (They hate cheesy videos as much as we do!) Then, confront the worlds in a set pattern, from mere brutality to massive carnage. You must defeat each new challenge to advance.

Story Mode provides a password when you beat each boss. See page 19 for details on using passwords to resume your games.

ARCADE

One player.

Challenge the worlds in any order.

- A Planet menu appears, showing five worlds. Choose a planet with the **D-Pad**, and then press **Start** to begin.
- In each chase, you must reach the waypoint before your quarry. If you succeed, you return to the Planet menu, where you can choose to continue on the current world, or warp to a different planet. If you don't succeed, you must run the course over.
- If you choose a different planet before conquering the world you just left, you lose all progress on that world.
- Each planet harbors a different desperado. After beating him on all courses on the planet, you must destroy him in the final chase!
- Here's the kicker: you gotta be driving the right vehicle to bust each boss. And you gotta figure out which one it is. We're not telling.

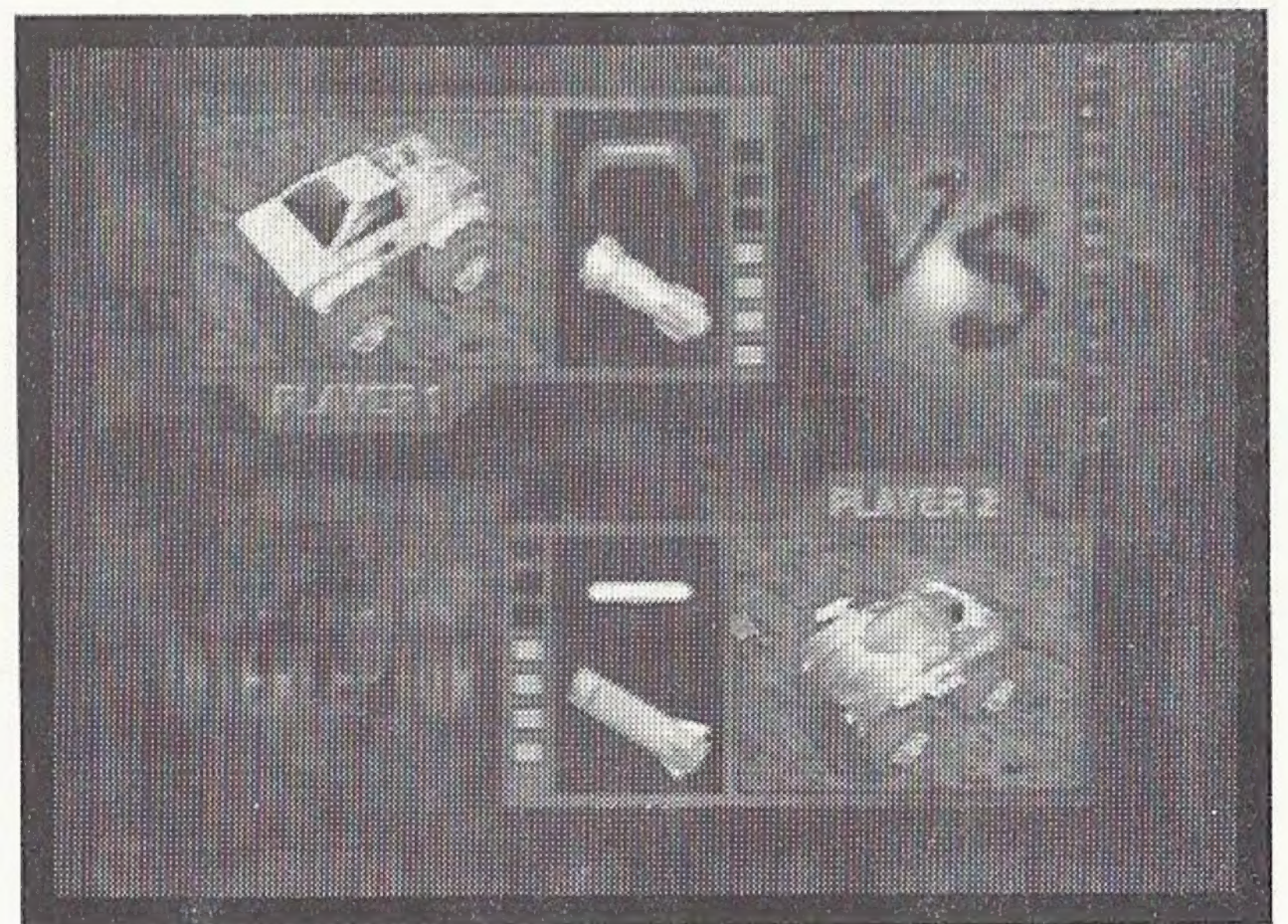


BATTLE

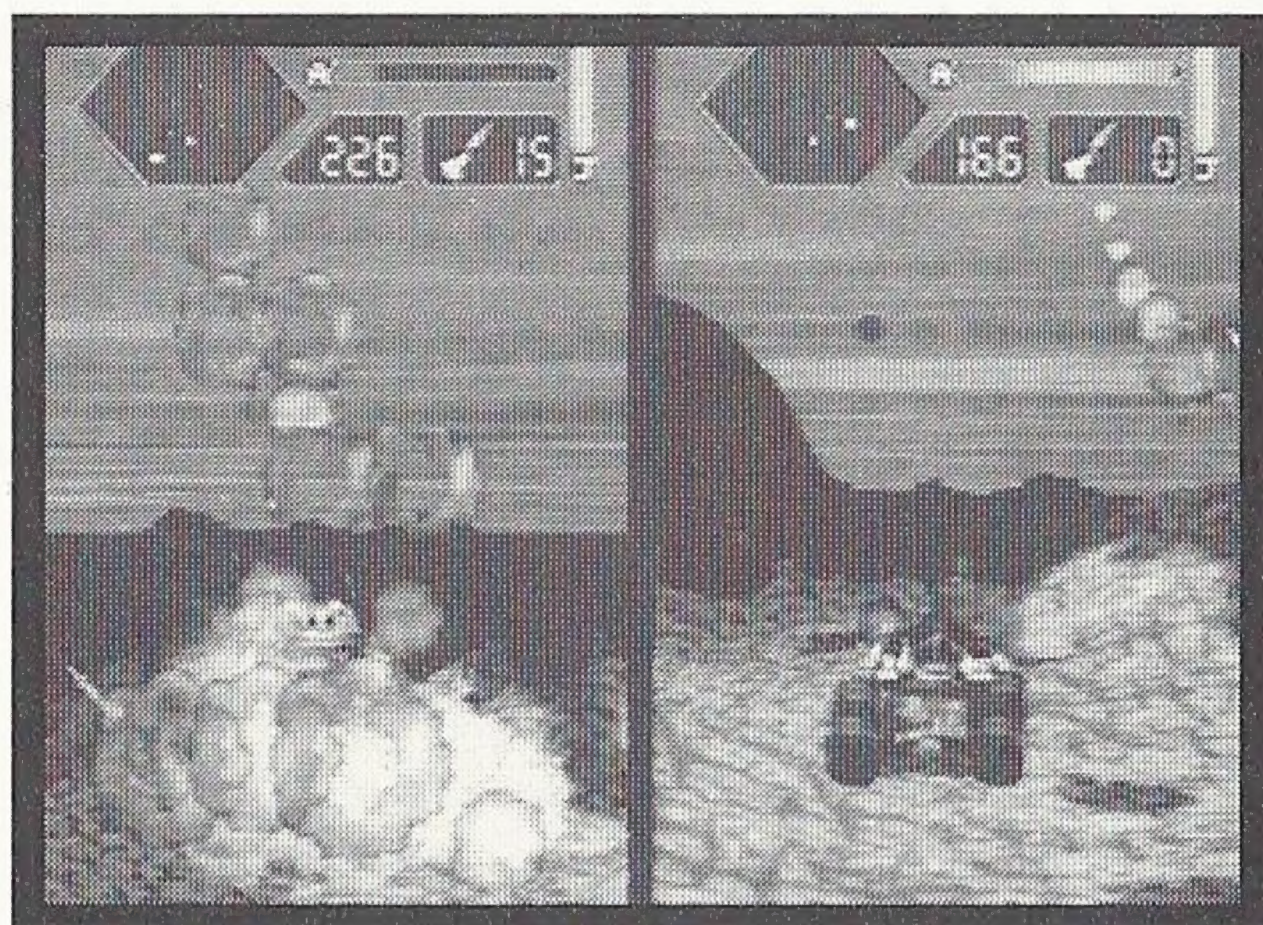
Two players.

Drive head-to-head against a former buddy for all-terrain domination.

- Press the **D-Pad** left/right to display your vehicle of choice and its weapons system.
- Press the **D-Pad** up/down to adjust the handicap feature, shown by the highlighted bars. Light up all the bars for maximum power. Use this feature when one of you is awesome and the other guy sucks.
- Press **Start** to lock in your settings and advance to the Satellite menu. Use the **D-Pad** to choose one of the three satellites of any off-world, and press **Start** to begin.



- Your goal in each competition is to destroy your friend. If he's pounding you, drive through a teleporter to get directly behind him. Now it's YOUR turn to beat HIS tail.
- When the contest ends, the Satellite menu records the winner with a blue flag for Player 1 and a red flag for Player 2. The latest winner chooses the next satellite.
- The latest winner can also go to the Chop Shop, where both players can acquire new vehicles. (The loser can force a trip to the Chop Shop by pressing the camera button.)
- Defeat your pal in two out of three races to win the satellite. Collect two out of three satellites and win the world. Win all the worlds to beat your buddy at the game.



OPTIONS

Go to the Options menu to change the following settings:

CONTROLS Rearrange the play controls.

MUSIC Toggle music on/off.

SOUND Toggle sound effects on/off.

EXIT Return to the Game Mode screen.





DEATH CHASE!

You're a Trashman. You dig smearing a planet's surface with outlaw scum. You're a bounty hunter with blood-lust on the brain. And dollar signs in your eyes.

Your mission is to rid the universe of fugitives, felons, swindlers, two-timers, terrorists and other trash that infest the off-world colonies.

Suffer through the brain-boiling climates of alien planets as you pound at searing speeds over treacherous terrain.

Crash nose to tailgate with metal-crushing 4x4s and dodge deadly road obstacles. Skim through enemy attacks. Live for stomach-dropping ramps!

Reach each target waypoint before your prey. Extreme carnage is your SOP. You crave speed, explosions, firestorms and crunching chassis!

You are a predator.

Definitely not for wussies.

OFF-WORLDS

SCORCH 7

An arid planet with laser towers studding its desolate plains. Good for greenhorn bounty hunters.

ATLANTIA POINT

A tropical water-world that's SLIPPERY WHEN WET, but those stone-heads are cool.

BASTION

Mean, evil, ugly. Let's just say the information superhighway took a wrong turn. Picture L.A. freeways in Death Valley.

LAS LUNAS

Barren landscape with deadly craters, laser cannons and sliding steel walls. Blast the palm tree pods to p.o. the environmentalists.

SILT SORROW

Giant tesla coils and flame throwers. A mining disaster! Perfect for busting caps on criminals!

MORPHOUS MOORS

Few drivers reach this undulating, infected world. Even fewer leave it alive.

TWO RETINA-RIPPING VIEWS

OFF-WORLD INTERCEPTOR EXTREME gives you two eyeball-popping views of the carnage. Press the camera button at any time to change views on the fly.

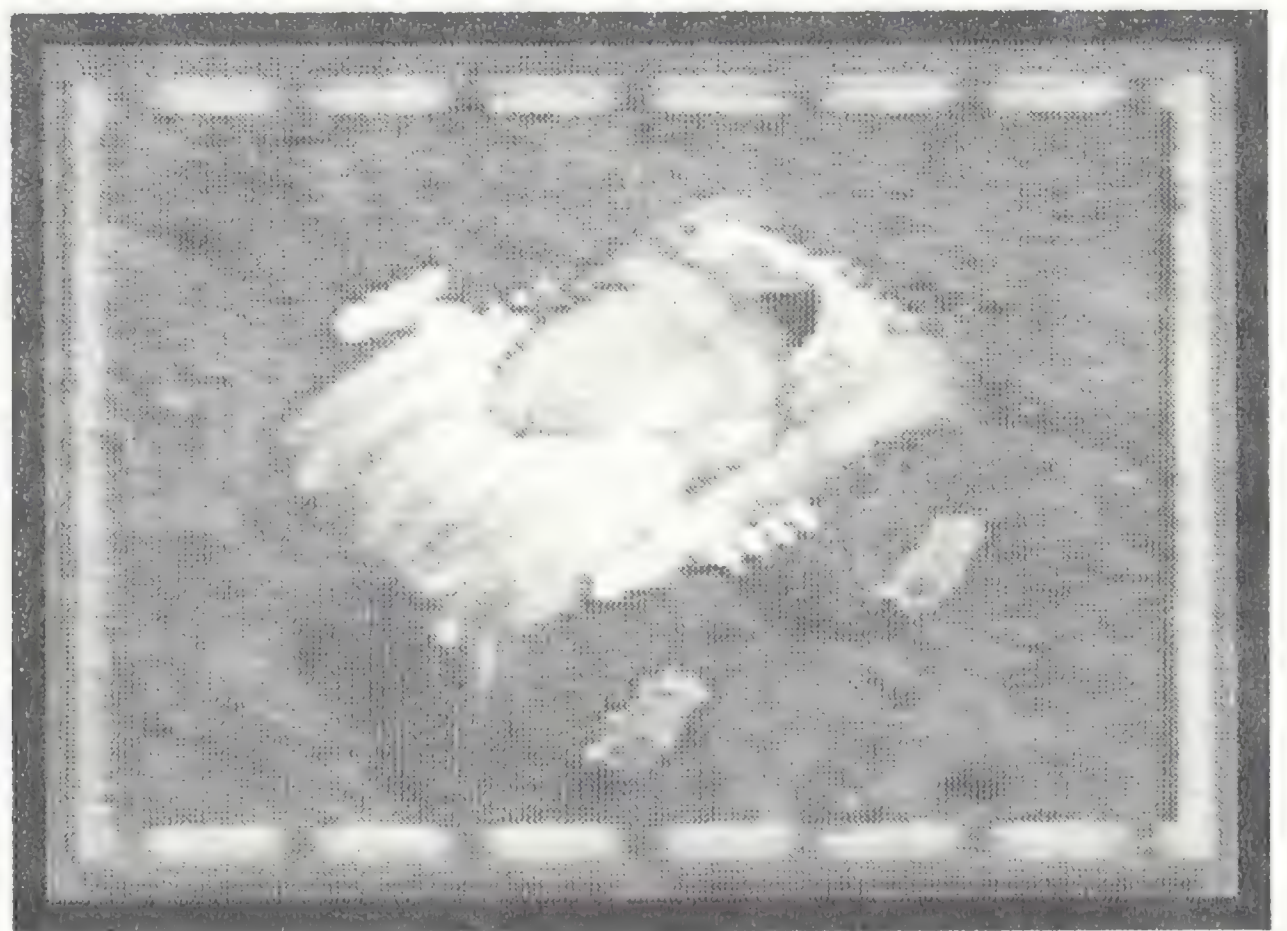


Battle Cam follows behind and slightly above your vehicle for an eye-witness scan of the action.



Cockpit sticks you in the driver's seat.

VEHICLES



VINDICATOR

Main Weapon: Crimson Carnage Pulse Laser

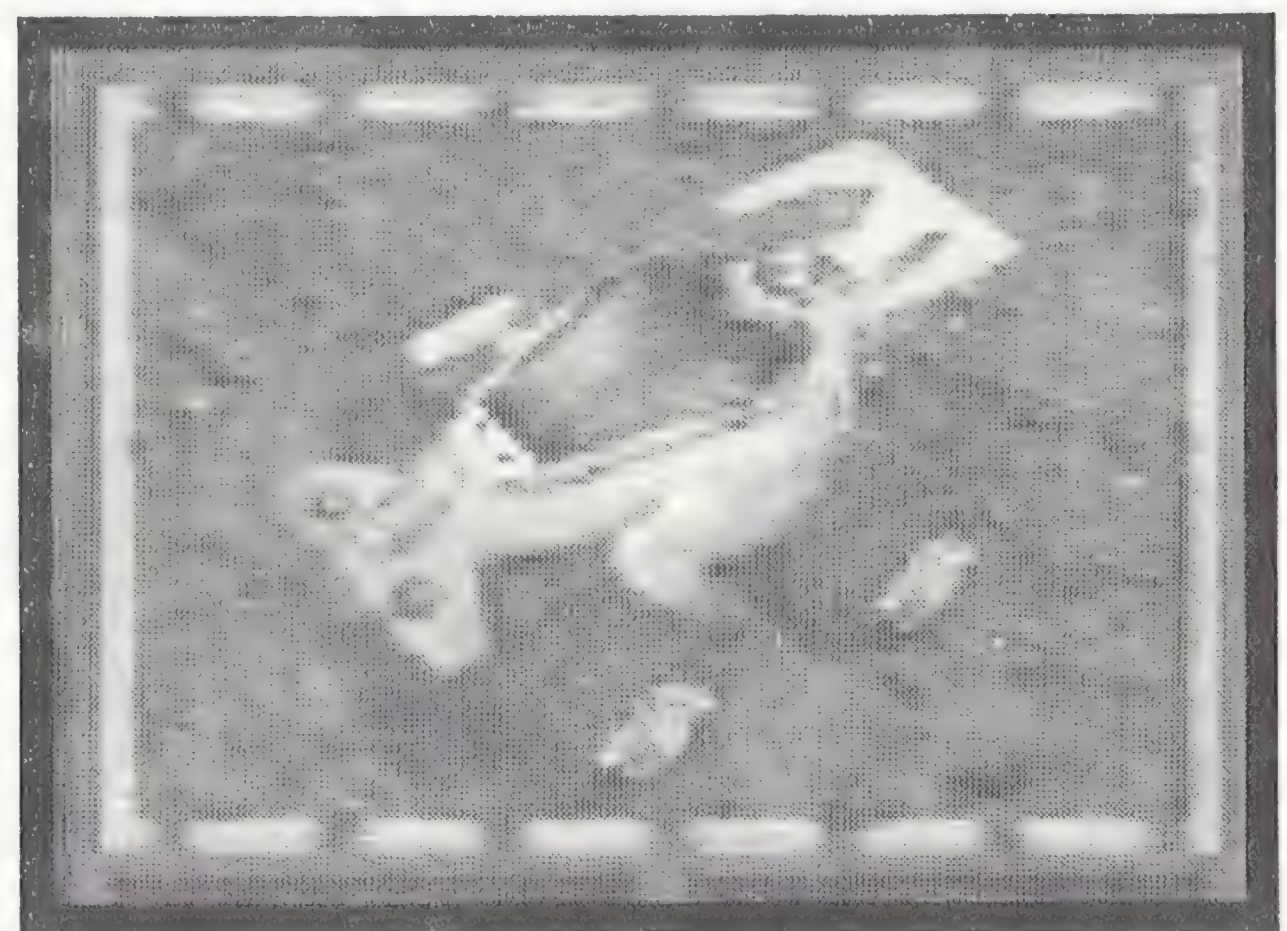
Press the fire button to shoot a standard military spec laser cannon.
Hold down the button for rapid fire.

Powered-Up Main Weapon: Crimson Fan Pulse Laser

Shoots four pulses: two straight forward; two forward and angled.

Missile: Snub-Nosed Intruder

Forward-firing unguided missile packed with high explosives.



ORION INTERCEPTOR

Main Weapon: Shiva Pulse Laser

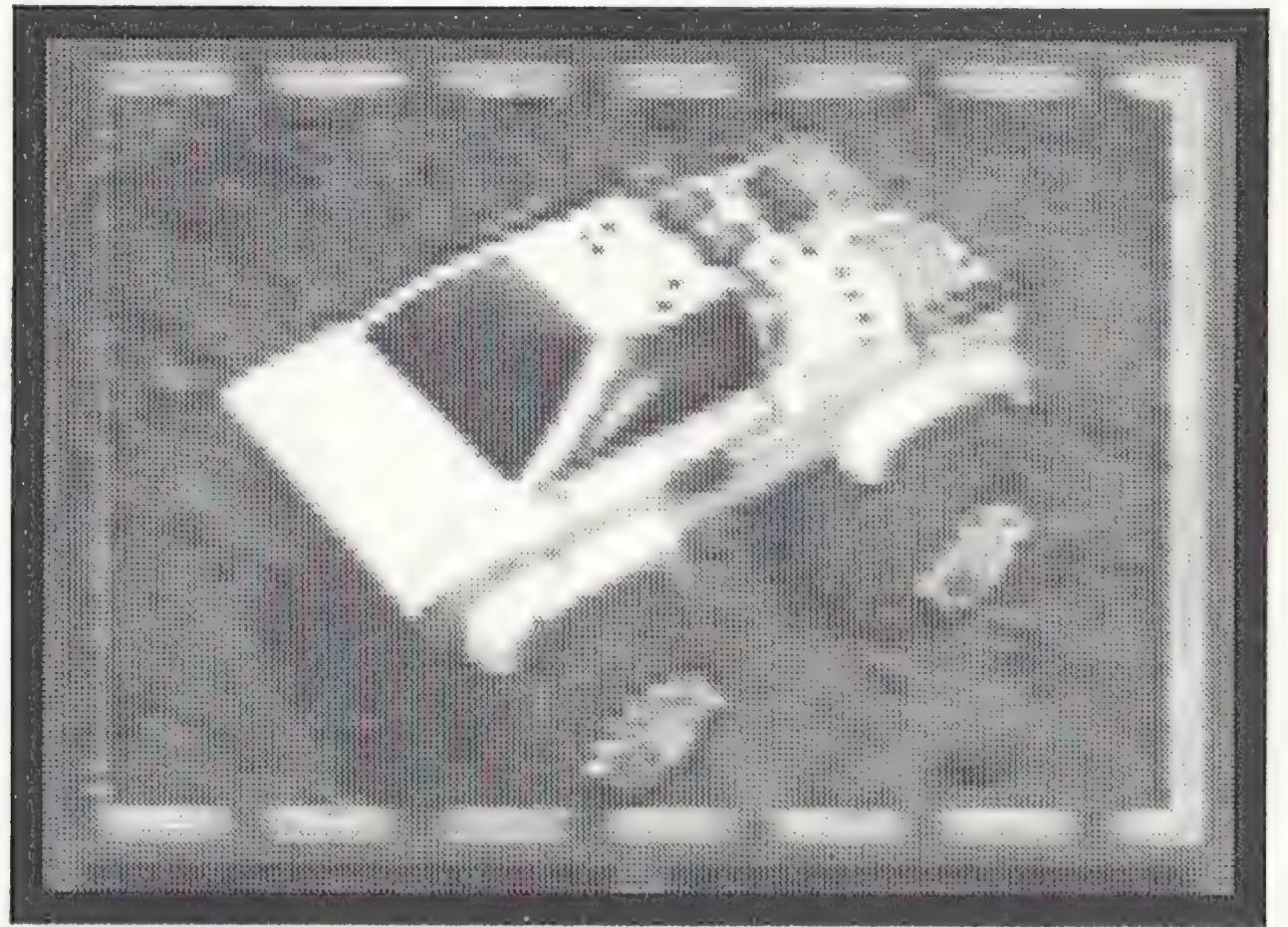
Press the fire button to shoot a heavy mil spec laser cannon. Hold down the button for rapid fire.

Powered-Up Main Weapon: Thule Freeze Cannon

Hold down the fire button to power up; release to shoot a freeze ray.
Freezes everything it hits.

Missile: Happy Pup

Forward-firing terrain-following missile packed with high explosives.



ROADKILL 409

Main Weapon: Banshee Sonic Cannon

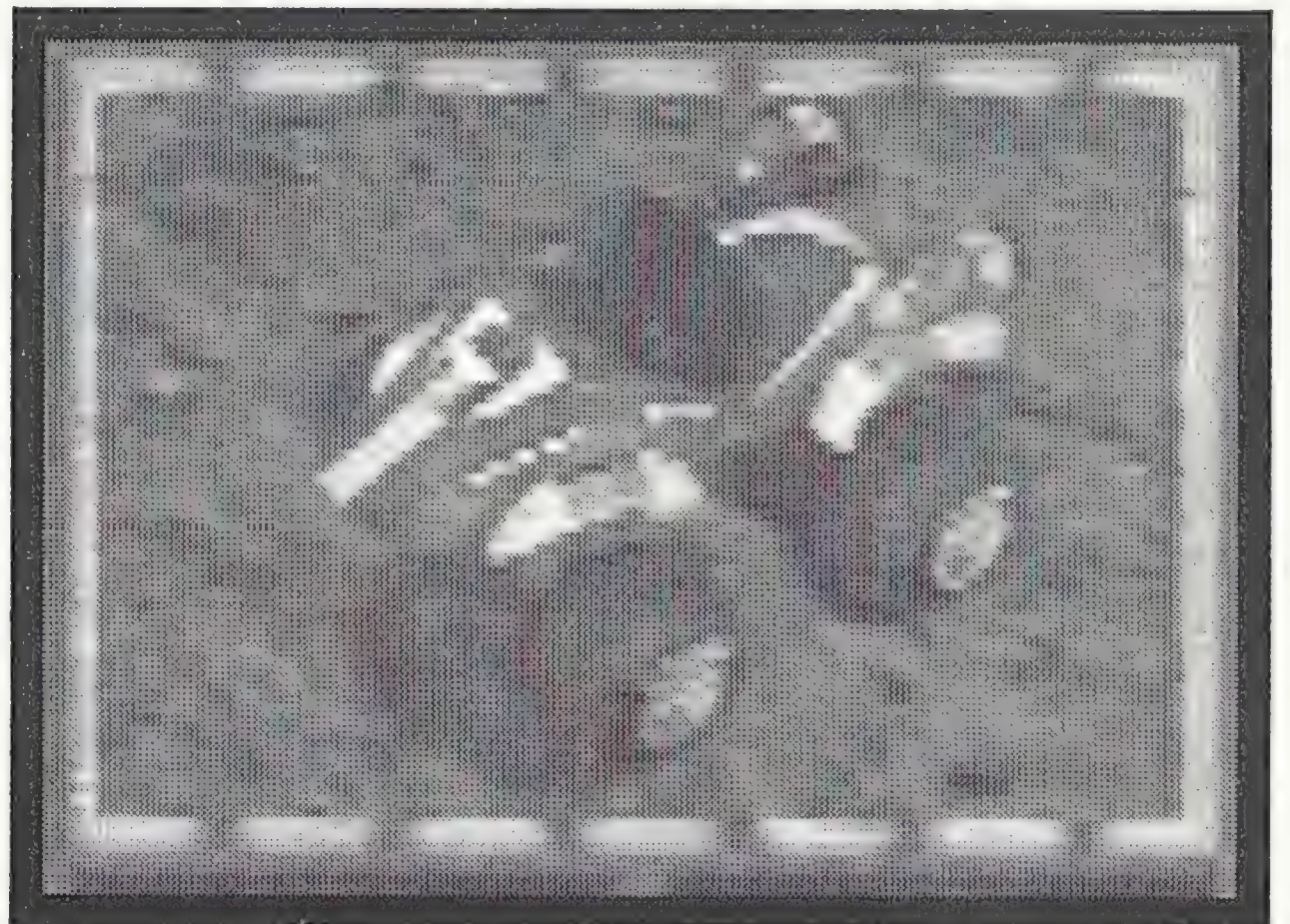
Press the fire button to unleash waves of sonic energy capable of destroying hardened targets. Hold down the button for rapid fire.

Powered-Up Main Weapon: The Shredder Sonic Shield

Hold down the fire button to power up; release to form The Shredder. Plow into enemy vehicles for instant sushi.

Missile: Thumper

Seismic missile. Flies into the air and lands with an earthshaking thump! Use to flip over and damage any vehicle touching the ground.



VIOLATOR

Main Weapon: Thor Tesla Cannon

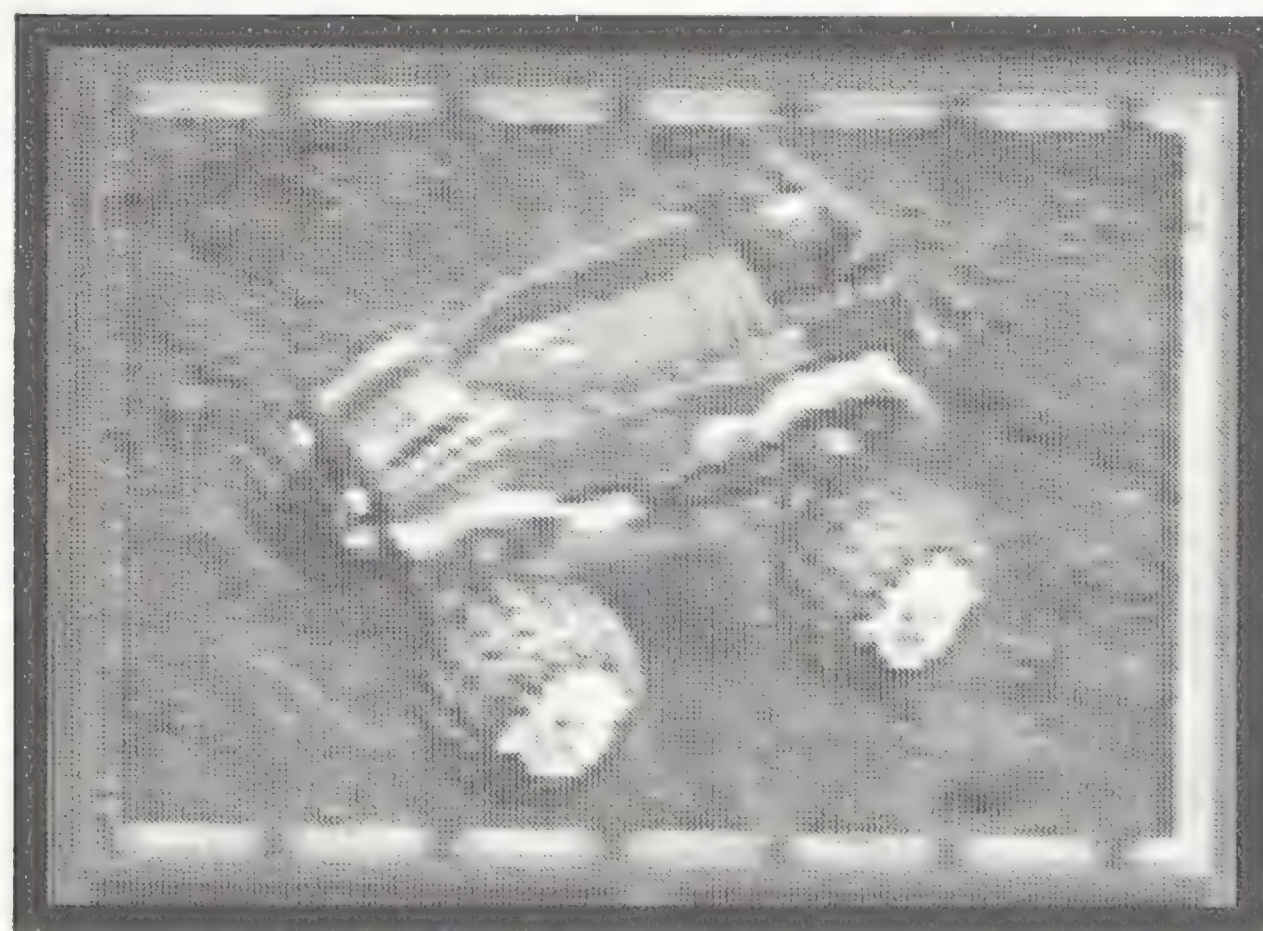
Press and hold the fire button to unleash lightning on nearby targets.

Powered-Up Main Weapon: Double Thor Tesla Cannons

Press and hold the fire button to unleash double lightning on targets.

Missile: Love Tap Tracker

Guided missile. Flies into the air and locks on to enemy vehicles. Death usually follows.



ABDUCTOR

Main Weapon: Little Dragon Flame Thrower

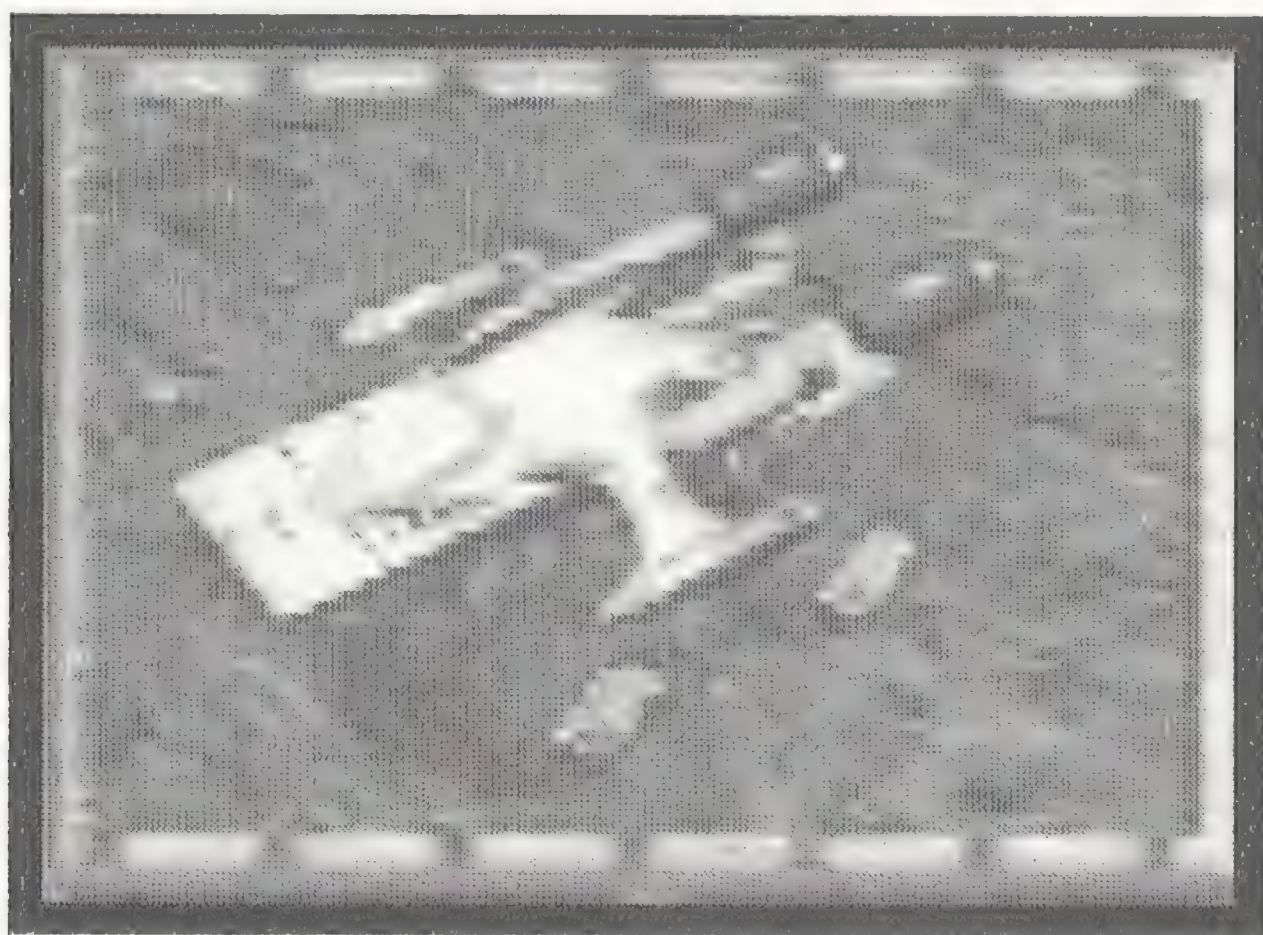
Press and hold the fire button to spot-weld foes.

Powered-Up Main Weapon: Vulcan Napalm Cannon

Press and hold the fire button to lob napalm bombs. Release to let them fall. The longer you hold down the button, the farther the bombs will travel.

Missile: Red Carpet Napalm

Unguided missile. Flies into the air and lands with the searing fury of ignited gasoline. Don't be around when it happens.



VV SECTOR

Main Weapon: Behemoth Photon Cannon

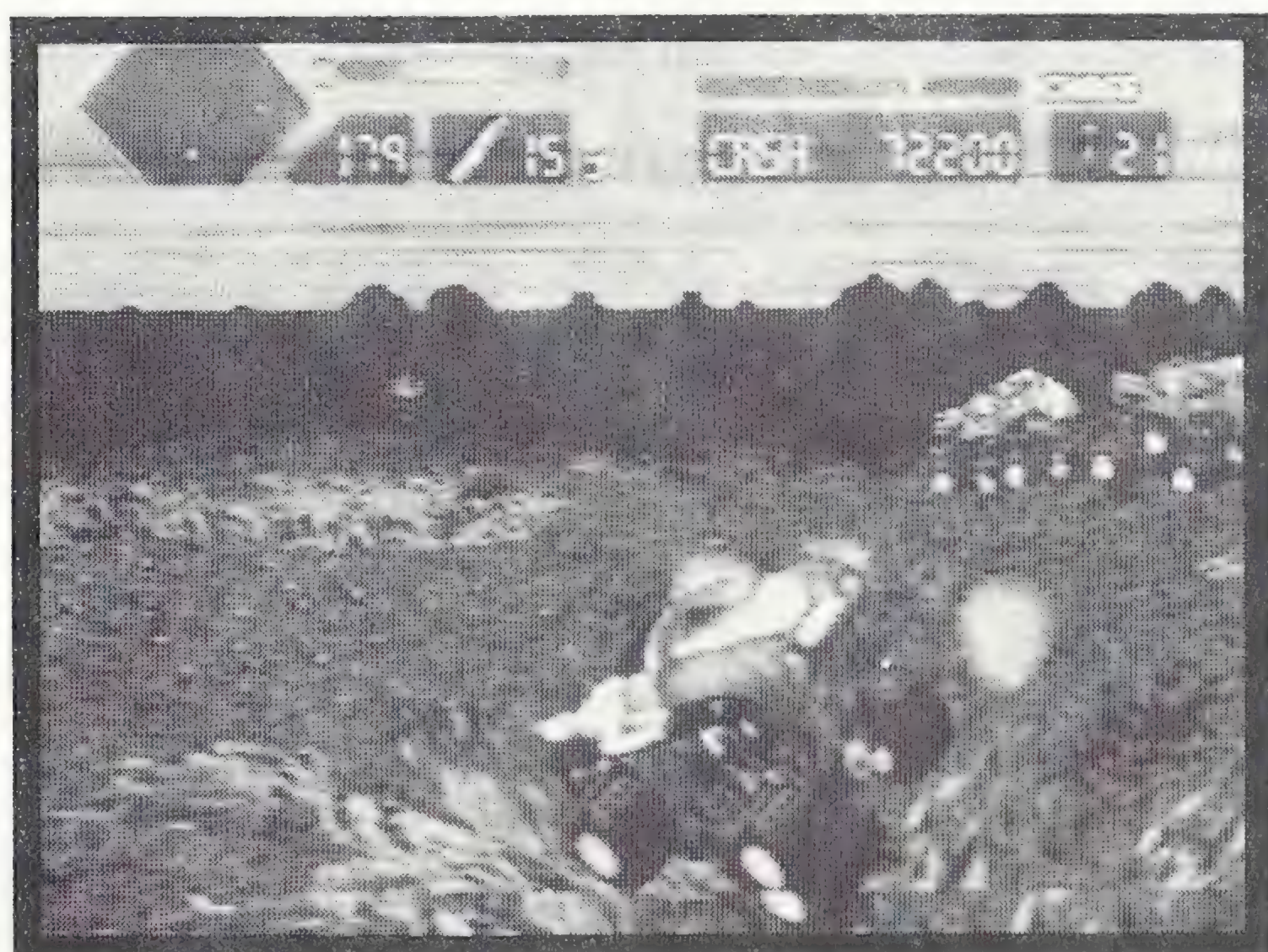
Press the fire button to shoot rounds of photon-shrouded death. Hold down the button for rapid fire.

Powered-Up Main Weapon: Behemoth II Antimatter Cannon

Twice the fire rate of the Behemoth hoses down opponents with a refreshing spray of destruction. Press and release the fire button for a single pulse.

Missile: Triple Shot

Guided MIRV missile. Splits into three vehicle-tracking missiles filled with incendiaries and high explosives. Great for bonfires!



SMOKE 'EM!

Your goal is to race the planet's crime boss through peril-packed terrain. You must reach each waypoint, marked by green signal standards, before your prey. If you do, you'll block that route and trap him on the planet. If you don't, he'll escape and you'll have to do it all over again. In the last race of each world, you must destroy him!

The faster you complete each world, the more bounty you will earn. With all those greenbacks, you'll be able to upgrade your vehicle to even higher performance capabilities for the next leg.

In one-player games, you speed through a gamut of enemy fire, road obstacles and attacking vehicles.

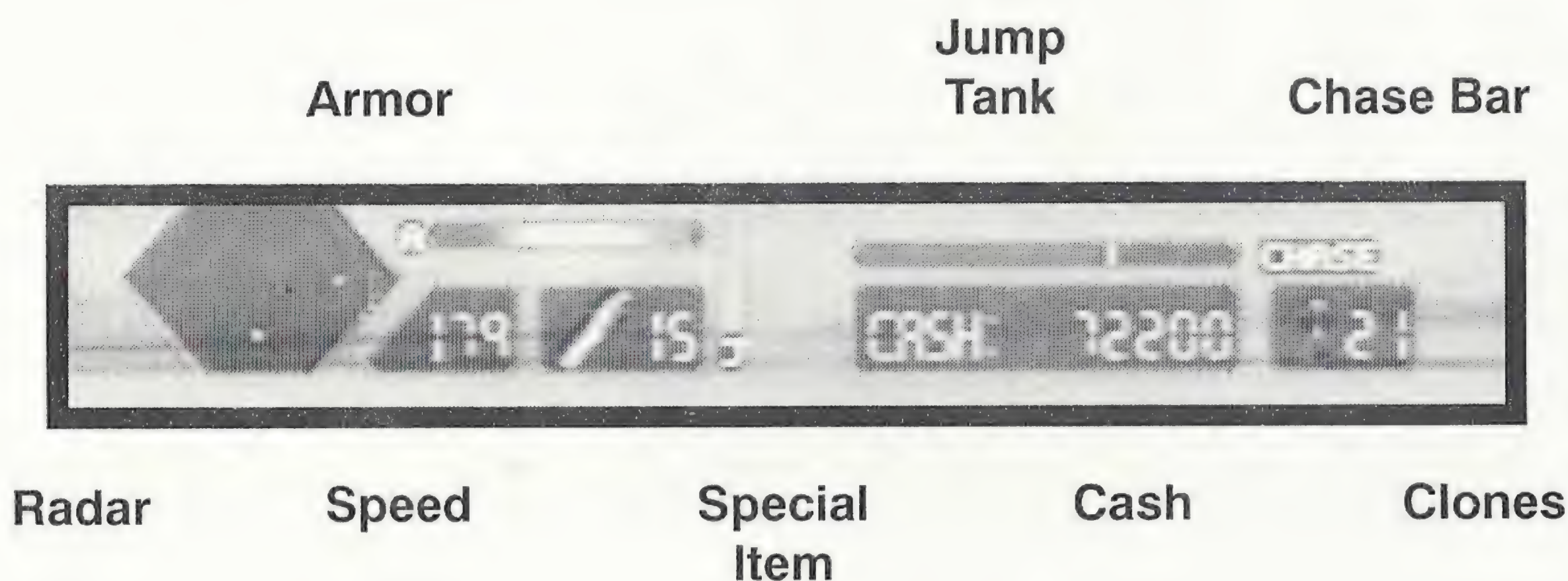
In two-player games, your job is to beat the other guy at all cost. You compete on a split screen, and you can teleport through a special gate to a position directly behind your buddy. Now pepper his tail with firepower!

One final detail: Kill everything!

JUMPING & HOVERING

Pressing the jump button fires your jump jets. The longer you hold down the button, the higher and farther the vehicle jumps. Once airborne, pressing and holding the button engages the hover jets. You can hover in place, or use the **D-Pad** to glide left and right. You can engage the hover jets as long as the jump tank (marked "J" on the Heads-Up Display) has power. The jump tank recharges automatically over time (see page 13).

HEADS-UP DISPLAY



ARMOR The color bar decreases to show increasing damage as the vehicle bashes into terrain and takes enemy hits. Blue is top condition; purple is good; red is danger. When the bar disappears, you lose.

JUMP TANK When you hover, the color bar begins to decrease. When it runs out, you drop back to the surface. To hover, press the jump button to jump, and then press and hold the same button. You can hover in place, or direct your flight by pressing the **D-Pad** left or right.

CHASE BAR Shows the relative positions of your vehicle (white bar) and the criminal you're pursuing (red bar). As the chase continues, the bars move toward the waypoint at the far right. Make sure you reach the finish line before your prey or HQ will commence Purge Overkill.

RADAR Watch this display for enemy vehicles (small white dots), stationary obstacles (red dots) and power-ups (green dots). Your position is shown by a large white dot.

SPEED Your velocity.

SPECIAL ITEM Shows the special item currently selected, and how many you have.

CASH Your bank balance. Pick up silver and gold coins to increase your stash. You'll earn a cash time bonus when you clear a round, and a cash bounty when you destroy a planet boss.

CLONES The number of times you can continue after shredding all your armor or losing the race.



CHOP SHOP

Go to the Chop Shop before each chase for equipment and upgrades.

1. Use the **D-Pad** to highlight an item. The number in the box shows how many of that item you already have. You'll also see:
 - Cost** — What the highlighted item costs.
 - Cash** — Your cash. The cost of each item you buy is deducted from this total.
 - ID** — The name of the highlighted item.
2. Press **Start** to select the highlighted item. The "EXIT" option changes to "BUY/DON'T" with "BUY" highlighted.
3. Press **Start** to buy the item, or highlight "DON'T" and press **Start** to continue making selections.
4. Highlight "EXIT" and press **Start** to start the action.

NITRO

Increases your engine power and top speed temporarily with each use. Load up on these babies for that extra "winning edge."

CLONES

Bits of yourself (scraped from the dirt) are transformed into expanded DNA replicas, complete with regenerated memory. Clones will continue the mission, should your original body be mangled in battle. The more skilled you become, the fewer of these you'll need.

MISSILES

Long-range offensive weapons.

SHOP

Select this item to access a sub-menu of vehicles and upgrades. Cycle through the six vehicles to compare their on-board cannons and select one to buy. (For more information on the vehicles, see pages 9 - 11.)



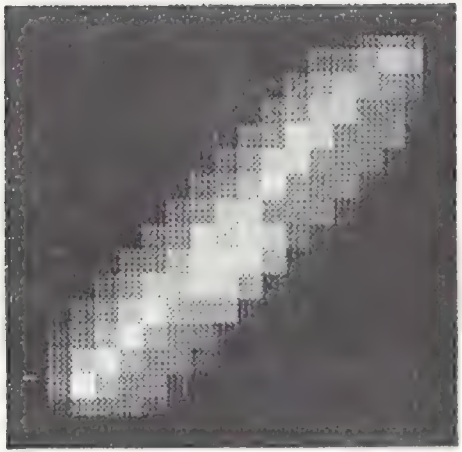
Upgrades:

- | | |
|------------------|---|
| Jump Jets | – Launch your vehicle faster on jumps, and increase the height and length of your flight. |
| Shields | – Protect your vehicle from damage. |
| Engine | – Increases your acceleration power. |
| Gyros | – Keep your vehicle balanced and prevent rolling on steep terrain. |
| Tires | – Improve a vehicle's road-handling and traction. |

You are limited to the number or quality of the upgrades you can pack into each vehicle. The maximum you are allowed is indicated by the vertical bars in the boxes. The red bars show how many you have. The black bars show how many more you can acquire.

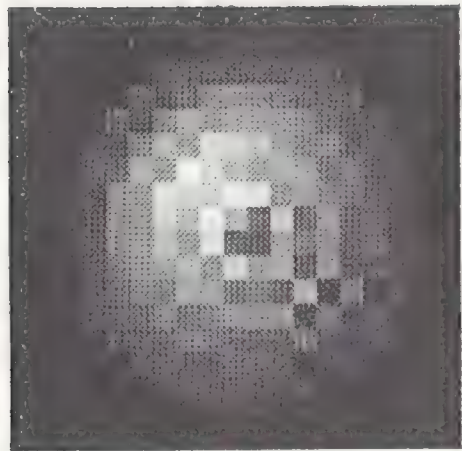
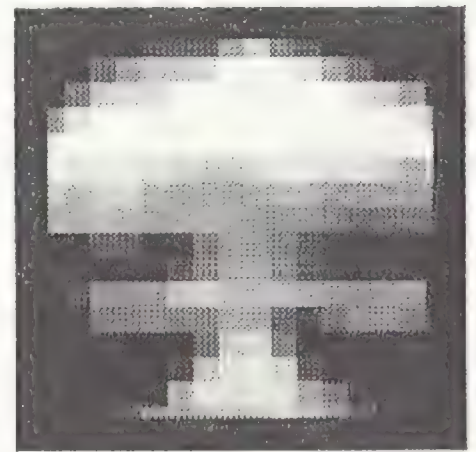
NOTE: You can only upgrade the vehicle you own.

SPECIAL WEAPONS



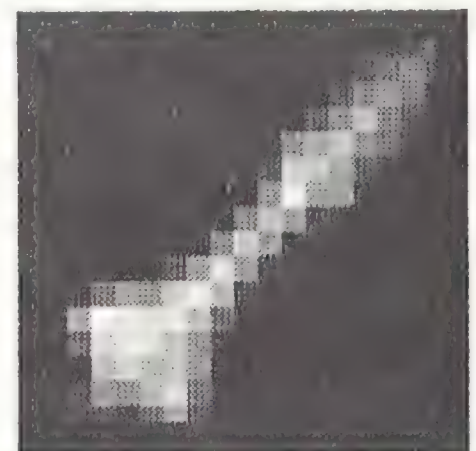
Nitro temporarily increases your engine power and maximum speed. Use it to muscle your way out of situations where regular engine power isn't enough, or for that final mad dash past the waypoint markers.

Call in an **airstrike** for mass destruction.



Drop glowing **plasma** to transform tailgaters into dazzling fireworks displays.

Launch **missiles** to obliterate long-range targets.



POWER-UPS



The **small wrench** repairs some damage.



Silver coins give you a small cash bonus.



The **large wrench** repairs all damage.



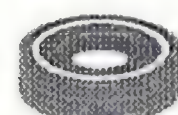
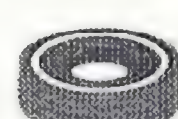
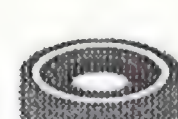
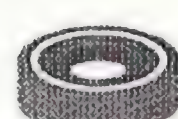
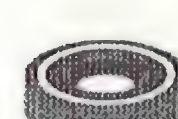
Gold coins are large cash bonuses.




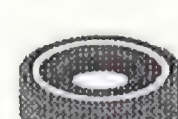
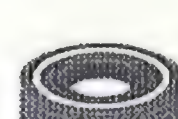
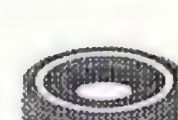
The **cannon** increases the destructive power of your basic weapon.

METHODS FOR MAYHEM

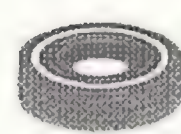
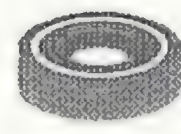
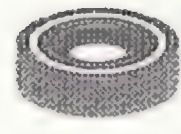
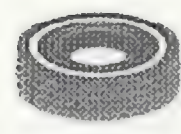
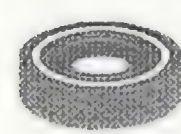
DRIVING

-  Zig-zag to avoid enemy fire.
-  Master the “jump and hover” trick to get the goods that are floating high up. It’s also a good trick to pull on a buddy in Battle Mode if you slow down at the same time.
-  As your car approaches a ramp, use a nitro boost to get a quick speed burst and some serious hang time.
-  Practice your driving in Arcade Mode before tackling Story Mode.
-  The acid terrain in Morphous Moors damages your vehicle. Avoid it by jumping over it.

BATTLE

-  Know your weapons and vehicles. In Battle Mode, it also helps to know your opponent’s weapons and vehicles.
-  Your cannon is your best friend. Shoot enemies while they’re still far off. Keeps ‘em from getting within bashing range of you.
-  Save missiles for the boss levels. They are your only long-range attack weapons.
-  It’s better to nitro out of a bad situation than to use an airstrike, since nitro is easier to replace. Save airstrikes for Morphous Moors, the last level.

VEHICLES, SHOP UPGRADES & PICK-UPS

-  Money makes the worlds go round. More, more, more! Every little bit helps!
-  Upgrade to the versatile Roadkill 409 as soon as possible. It handles all types of terrain well and is effective against enemies.
-  The best Shop upgrades are shields and engines. Shields boost your vehicle's armor rating, and engine upgrades let you reach top speeds more quickly.
-  Avoid buying missiles and nitro upgrades. Instead, pick them up as special weapons, and save your money for better cars and clones.
-  Explore each level. You'll find some great pick-ups in remote areas.

OTHER GAME FEATURES

PAUSING A MISSION

Press **Start** to pause the action. Then choose to resume play, go to the Options screen to adjust the game settings, or quit the game.

END OF ROUND

When you clear a round, your course time is recorded, and it determines your time and cash bonuses.

CONTINUES

If you lose your vehicle, you lose the game — unless you have clones. If you do, you can continue the game by selecting “YES” on the Continue screen.

This screen shows the number of clones remaining. You can buy more clones before each round if you have enough cash.



USING PASSWORDS

In Story Mode, passwords appear for each world after you defeat the boss. You can use the passwords to resume games or replay any previously conquered worlds.

1. Power up the game, select the "STORY" option at the Main Menu, and begin play.
2. When you defeat a boss, you'll receive a password. Be sure to write it down (using the lines provided below if you like).
3. The next time you start up the game in Story Mode, the last password you reached will automatically appear. To resume the game from that point, highlight "GO" and press **Start**.
4. To play a previous world, you can enter a different password on the password screen. Use the **D-Pad** to highlight the password letters in turn. Press **Start** at each highlighted letter to place it on the password line. Then highlight "GO" and press **Start**.
5. To clear a password, highlight "RESET" and press **Start**.
6. To start a new game, highlight "EXIT" and press **Start**.

WORLDS

PASSWORDS

OFF-WORLD INTERCEPTOR EXTREME

CREDITS

Producers

Tim Roberts
Bill Mitchell

Product Manager

Jim Curry

Programmers

Lloyd Pique
Brian Brandt
Adrian Longland
Mei-Yu Li

Additional Art

Steve Suhy
Andy Mitchell

Additional Sounds

Steve Henefin
Susan Michelle

Video Compression

Dan Brazelton
Leland Susser
Matt Alexander

Additional Game Design and Level Planning by Blam

Jay Minn & Jeronimo Barrera

Special Thanks to Greg Marquez for Technical Assistance

Test Manager

Ben Szymkowiak

Lead Tester

Gerald Vera

Assistant Lead Tester

Caroline Esmurdoc

Testers

Ed Chennault
Scott Hill
Billy Mitchell
Laurence Monji
Alex Ness
Kenny Reeves
Kevin Seiter
Eric Simonich
Jeff Todd
Serguei Savtchenko
Rick D'Aloisio

Manual

Carol Ann Hanshaw



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